

School of Creative Arts

Title of Programme: Postgraduate Programme in Art and Design

Programme Code: CTSNADM

For Collaborative: Franchise at the Interactive Design Institute (Edinburgh)

Programme Specification

This programme specification is relevant to students entering:
01 September 2019

Associate Dean of School (Academic Quality Assurance):
Barbara Brownie

Signature



A programme specification is a collection of key information about a programme of study (or course). It identifies the aims and learning outcomes of the programme, lists the modules that make up each stage (or year) of the programme, and the teaching, learning and assessment methods used by teaching staff. It also describes the structure of the programme, its progression requirements and any programme-specific regulations. This information is therefore useful to potential students to help them

choose the right programme of study, to current students on the programme, and to staff teaching and administering the programme.

Summary of amendments to the programme

Date	Section	Amendment

If you have any queries regarding the changes please email AQO@herts.ac.uk

Programme Specification

Postgraduate Programme in Art and Design

This programme specification (PS) is designed for prospective students, enrolled students, academic staff and potential employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content for each module can be found in Definitive Module Documents (DMDs) and Module Guides.

Section 1

Awarding Institution/Body	University of Hertfordshire
Teaching Institution	Interactive Design Institute, Edinburgh
University/partner campuses	Interactive Design Institute, Edinburgh
Programme accredited by	Not applicable
Final Award (Qualification)	MA
All Final Award titles	Graphic Communication
(Qualification and Subject)	Illustration (Visual Communication)
	Interior Design
	Photography (Visual Communication)
FHEQ level of award	7
Language of Delivery	English

A. Programme Rationale

The Postgraduate Programme in Art and Design is for students who wish to extend and deepen their subject knowledge to Masters Level across four distinct areas: Graphic Communication; Illustration (Visual Communication); Interior Design or Photography (Visual Communication)

The curriculum and online nature of study means students are freed from geographical boundaries and limitations and enables them to take full advantage of the collaborative opportunities available to them as learners within a global environment. Given the mode of teaching and delivery, communication underpins the curriculum and focus of the programme.

The aim of the programme is for students to develop advanced knowledge and understanding of one of the main subject areas; and additionally to equip students with necessary skills, knowledge and understanding of the creative industries (in particular the role of communication within these aspects), fostering their creativity and innovation in order to enhance employment opportunities in the local, national and global economies.

The programme provides an experience that supports individual and collaborative practice within the wider context of the global creative and cultural industries. The programme has been structured to enable students to build and explore potential collaborations whilst maximising the student experience in a collective and on, an independent basis.

Students will study a combination of common programme modules and subject specific modules; and the provision offers a reach across the Masters portfolio whilst maintaining the individuality and discreetness of each of the subjects available.

It is envisaged that on completion of the programme students will progress into the world of work; continue their individual practice; or undertake research at a higher level.

The programme is designed for not only at those who wish to develop their existing professional practice; but also at those aspiring to advance their career opportunities in an international context; and at those wishing to develop the capabilities to manage or participate in complex professional projects.

At the core of the programme's curriculum are the following themes that taken collectively support the development of the four individual awards within a communication context that underpins the programme:

Professional Context:

Skills, knowledge and understanding relating to the professional environment of Art & Design; including management; team working, project development and client relationships.

International Perspective:

Both relating to the creative industries in a global context and to the characteristics of the industry as they are manifested nationally and locally.

Business:

Skills knowledge and understanding relating to business planning, budget analysis and financial forecasting, resource planning and project management.

Specialist Art & Design Practice

The development of creative and technical skills within a discrete subject area: alongside critical reflection and analysis in the context of historical and contemporary trends.

B. Educational Aims of the Programme

The programme has been devised in accordance with the University's graduate attributes of programmes of study as set out in [UPR TL03](#).

Additionally this programme aims to:

Professionalism, employability and enterprise

The University promotes professional integrity and provides opportunities to develop the skills of communication, independent and team working, problem solving, creativity, digital literacy, numeracy and self-management. Our graduates will be confident, act with integrity, set themselves high standards and have skills that are essential to their future lives.

Learning and research skills

The University fosters intellectual curiosity and provides opportunities to develop effective learning and research abilities. Our graduates will be equipped to seek knowledge and to continue learning throughout their lives.

Intellectual depth, breadth and adaptability

The University encourages engagement in curricular, co-curricular and extracurricular activities that deepen and broaden knowledge and develop powers of analysis, application, synthesis, evaluation and criticality. Our graduates will be able to consider multiple perspectives as they apply intellectual rigor and innovative thinking to the practical and theoretical challenges they face.

Respect for others

The University promotes self-awareness, empathy, cultural awareness and mutual respect. Our graduates will have respect for themselves and others and will be courteous, inclusive and able to work in a wide range of cultural settings.

Social responsibility

The University promotes the values of ethical behaviour, sustainability and personal contribution. Our graduates will understand how their actions can enhance the wellbeing of others and will be equipped to make a valuable contribution to society.

Additionally, this programme aims to support the:

- acquisition of knowledge, understanding and skills that serves the needs of local, national and global economies and to prepare students for work in the rapidly evolving world of the creative and cultural industries;
- provision of a postgraduate learning environment for students which encourages exchanges between students studying various art and design disciplines at an advanced level and within a supportive peer learning context;
- provision of an informed understanding of the professional and commercial contexts in the creative industries and the application of these to other relevant contexts;
- provision of a repertoire of transferable skills.

Subject specific (Graphic Communication; Illustration; Interior Design; Photography) aims are:

- to enable students to operate as professional practitioners within their chosen field (Graphic Design / Illustration / Interior Design / Photography) with reference to current knowledge and understanding and relevant skills at the forefront of their discipline(s);
- to provide a challenging environment which stimulates debate and fosters innovative and creative approaches relevant to the student's award and area of specialism in either Graphic Design; Illustration; Interior Design or Photography;
- to provide students with critically well-informed, discreet and discipline-specific, understanding of their chosen area of specialism and award (Graphic Design / Illustration / Interior Design / Photography) at an advanced level;
- to provide students with a learning environment and intellectual framework which enables them to develop a conceptual and intellectual awareness of their chosen discipline (Graphic Design / Illustration / Interior Design / Photography) and current best practices in this area at an advanced level.

C. Intended Learning Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills and other attributes in the following areas. The programme outcomes are referenced the Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014), and relate to the typical student. Additionally, the SEEC Credit Level Descriptors for Further and Higher Education (2016) have been used as a guiding framework for curriculum design.

Knowledge and Understanding	Teaching and learning methods	Assessment strategy
A1-The systematic knowledge and understanding of advanced techniques, processes and technologies relevant to the specialist award of study;	Acquisition of knowledge and understanding is through a combination of support materials, activities, forums, presentations, external experiences and group discussions; -one to one tutor dialogue and feedback;	Knowledge and understanding are assessed through a combination of: -assignments using visual, audio and written media, posters and presentations;
A2-The research and enquiry methods and a critical awareness of current issues and debates at the forefront of current and	-processes of enquiry conducted during self-managed independent study; -reflective consideration of project	-project and practice outcomes and commentaries of various kinds.

<p>emerging creative and professional practice;</p> <p>A3-Issues key to the professional environments of the creative industries in local, national and global contexts;</p> <p>A4-Critical awareness of the creative economies and the business contexts of the creative industries;</p> <p>A5-Critical awareness of the genres, aesthetic traditions, social, cultural and ethical frameworks relative to the award of study;</p> <p>A6-an advanced awareness, curiosity and ability of current best practice in the relevant award of study.</p>	<p>work in process and on completion.</p> <p>Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject.</p>	
Intellectual skills	Teaching and learning methods	Assessment strategy
<p>B1-Critically evaluate materials, processes, techniques and technologies and their application to specialist practice;</p> <p>B2-Evaluate and discuss current issues, debates and trends relevant to the chosen award of study;</p> <p>B3-Critically evaluate, develop and contextualise own work, with informed reference to current theory and practice at or near the forefront of their field of study;</p> <p>B4-Develop to a high level: visual language, conceptual skills and practical expertise in the specific area of the award which advance personal aspirations and potential opportunities at a professional level.</p>	<p>Intellectual skills are developed through the methods and strategies set out in A above.</p> <p>Throughout, the learner is encouraged to develop intellectual skills further by independent study.</p>	<p>Intellectual skills are assessed through the methods and strategies set out in A above.</p>

Practical skills	Teaching and learning methods	Assessment strategy
<p>C1-Initiate, develop and realise original creative work, which demonstrates initiative, personal responsibility, autonomy and a critical awareness of current practice, audiences and registers of communication;</p> <p>C2-Confidently employ to a high level a range of media and technology to communicate ideas and information);</p> <p>C3-Effectively employ current practices, techniques and technologies in the specialist field to produce original creative work that demonstrates technical expertise and professionalism in its production;</p> <p>C4-Work independently and take responsibility for project planning, implementation and decision-making at a professional level.</p>	<p>Practical skills are developed throughout the practice-based modules as part of an on-going exploration and expansion of individual practice.</p> <p>Through guided support materials, underlying principles, theories and processes.</p> <p>Through sharing work in the forum, tutor guidance and feedback, presentations and group forum discussions.</p> <p>Through the use of skills and bodies of practice during self-managed independent study.</p>	<p>Practical skills are assessed through a combination of:</p> <p>-experimental and developmental work;</p> <p>-a body of resolved practical work, its selection and presentation.</p>
Transferable skills	Teaching and learning methods	Assessment strategy
<p>D1-Communicate complex ideas clearly to a range of audiences in visual, written and oral forms using appropriate academic and professional conventions;</p> <p>D2-Produce self-directed work of high quality demonstrating initiative, autonomy, personal responsibility, originality and critical self-awareness, managing time and resources efficiently through cogent planning and organisation;</p> <p>D3-Effectively deploy a</p>	<p>Transferable skills are developed through course work, as part of self-managed independent study, with active participation in set forum activities, one to one tutor discussions and peer forum debates; through essay/report assignments; through reflection and commentaries on the work of self and others and through project process and realisation.</p> <p>Throughout, the learner is encouraged to develop transferable skills by maintaining a record of evidence and completing a personal development plan.</p>	<p>Transferable skills are assessed through module assignments and project realisation, in both theory and practice modules.</p>

range of personal, entrepreneurial and business skills to meet professional aspirations

D4-Evaluate and reflect upon personal strengths and the work of others and independently identify goals for continuing professional development.

The assessment of each module is based on the fulfilment of the module aims, as evidenced by the student's ability to demonstrate the learning outcomes as expressed on the Definitive Module Documents (DMDs).

Relationship of Assessment to Aims and Learning Outcomes

The assessment of each module is based on the fulfilment of the module aims, as evidenced by the student's ability to demonstrate the learning outcomes as expressed in the Module Information Forms.

Assessment takes two forms:

Formative Assessments – reflection points and on-going progress review within 'course discussion' and participation in forums. Formative assessment is used to help 'feed-forward' the students project work, providing advice and guidance within the module.

Summative Assessments - assessment that directly contributes to module grade. In the main this happens at the end of the modules. Summative Assessments serve to provide the students with the opportunity to demonstrate the appropriate learning outcomes to a standard suitable for the award of a pass grade in the module assessed; or, ultimately, to demonstrate their eligibility for the final award.

Students with documented special learning needs are able to negotiate appropriate arrangements for the submission of work for assessment.

D. Programme Structures, Features, Levels, Modules, and Credits

The programme is offered in part time (6 semesters) mode and leads to the award of a Masters Degree in one of the following named routes:

Graphic Communication
Illustration (Visual Communication)
Interior Design
Photography (Visual Communication)

Entry is normally at level 7 (with suitable degree qualifications).

Intakes are in Semesters A, B and C.

[Professional and Statutory Regulatory Bodies](#)

No accreditation.

Programme Structure

The programme structure and progression information below (Table 1a and 1b) is provided for the award. Any interim awards are identified in Table 1b. The Programme Learning Outcomes detailed above are developed and assessed through the constituent modules. Table 2 identifies where each learning outcome is assessed.

Table 1a Outline Programme Structure

Mode of study Distance (part time)

Entry point Semester A, B, C

Pattern(s) of Study

Part time students study 6 consecutive semesters.

Note: to accommodate these patterns of study and three start dates, all modules can be delivered in any semester.

Module Title	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Postgraduate Study in a Global Context - IDI	6FTC1356	30	English	0	100	0	A, B, C
Research and Practice - IDI	7FTC1026	15	English	0	100	0	A, B, C
Critical Studies - IDI	7FTC1027	15	English	0	100	0	A, B, C
Creative Industries - IDI	7FTC1037	30	English	0	100	0	A, B, C
Practice 1: Art and Design - IDI	7FTC1030	15	English	0	100	0	A, B, C
Practice 2: Art and Design - IDI	7FTC1031	30	English	0	100	0	A, B, C

Students then study one of the following major project modules:

Module Titles	Module Code	Credit Points	Language of Delivery	% examination	% coursework	% Practical	Semesters
Major Study: Graphic Communication - IDI	7FTC1032	45	English	0	100	0	AB, BC, CA
Major Study: Illustration - IDI	7FTC1033	45	English	0	100	0	AB, BC, CA
Major Study: Interior Design - IDI	7FTC1034	45	English	0	100	0	AB, BC, CA
Major Study: Photography - IDI	7FTC1035	45	English	0	100	0	AB, BC, CA

The award of an MA Degree requires 180 credit points at Level 7, which must include a Major Study module.

Part time over 6 Semesters

Semester 1		Semester 2	
Postgraduate Study in a Global Context 6FTC1356 30 credits	Practice 1: Art and Design 7FTC1030 15 credits		
	Research and Practice 7FTC1026 15 credits		
Semester 3		Semester 4	
Creative Industries 7FTC1037 30 Credits		Practice 2: Art and Design 7FTC1031 30 credits	
Semester 5		Semester 6	
Critical Studies 7FTC1027 15 credits		Major Study: Graphic Communication 7FTC1032 OR Major Study: Illustration 7FTC1033 OR Major Study: Interior Design 7FTC1034 OR Major Study: Photography 7FTC1035 45 credits	

Table 1b Final and interim awards available

The programme provides the following final and interim awards:

Final Award	Award Title	Minimum requirements	Available at end of (normally):	Programme Learning Outcomes developed (see above)
Masters	Graphic Communication	180 credit points including at least 150 at level 7	3 Semesters (FT)	All programme learning outcomes (see Table 2)
	Illustration (Visual Communication)		6 Semesters (PT)	
	Interior Design			
	Photography (Visual Communication)			
Postgraduate Diploma	Art and Design	120 credit points, including at least 60 at level 7	2, 3 Semesters	A1, A2, A3, A4, A5, A6 B1, B2, B3, B4 C1, C2, C3, C4 D1, D2, D3, D4
Interim Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
Postgraduate Certificate	Art and Design	60 credit points, including at least 30 at level 7	1-2 Semesters	A1, A2, A3, A4, A5 B1, B2, B3 C2, C3, C4 D1, D2, D3, D4

Masters and Diploma awards can be made "with Distinction" or "with Commendation" where criteria as described in [UPR AS14](#), Section D and the students' handbook are met.

Programme-specific assessment regulations

The programme is compliant with the University's academic regulations (in particular, [UPR AS11](#), [UPR AS12/UPR AS13](#) (*delete as applicable*) and [UPR AS14](#)) with the exception of those listed below, which have been specifically approved by the University:

The programme operates a University-wide policy for treatment of serious adverse circumstances and students receive details in the Student Handbook.

Other information relevant to the programme

The Interactive Design Institute works in partnership with the University of Hertfordshire and delivers this programme on behalf of the School of Creative Arts.

- **Copyright:** Students retain the Intellectual Property Rights, including copyright, in their films, images and other artefacts. Unless specifically notified by the student, the student grants the University the right to use any of their material for non-commercial academic use including the promotion of the Programme, School of Creative Arts and the University. The student may withdraw this consent at any time by contacting their programme leader or the School Admin. Office.

E. Management of Programme & Support for student learning

Management

The programme is managed and administered through:

- An Academic Director.
- The Head of Academic Quality.
- A Programme Coordinator who has delegated responsibility for the programme.
- A Student Support Advisor.
- A Programme Team Leader.
- Module Tutors who are responsible for individual modules.
- An Admissions Tutor.
- A designated Administrator to deal with day to day administration associated with the programme.
- A programme committee, the membership of which includes student representatives, contributing tutors, the Programme Team Leader, the Course Manager and the programme administrator.

Support

Students are supported by:

- Admissions Advisors to manage student entry and admissions queries.
- A bespoke Online Learning Area, providing access to teaching resources, personal studios and forums.
- StudyNet.
- An IDI Student Handbook.
- Module delivery information provided online within module guides.
- An Academic Year Calendar.
- Module delivery plans.
- Discussion groups within forums.
- Student representation and feedback within Programme Committees and SFQs.
- Dedicated tutors who offer one-to-one tutoring and group support.
- Course Managers to provide regular pastoral guidance and support.
- Student Support to provide day-to-day support with managing their learning.
- A Student Administrator to deal with day-to-day administration associated with the programme.
- Web manager and Technical assistant to provide technical support.

Pre Entry Guidance

Admissions advice is given by an Admissions Advisor. On receipt of an application the student is given access to a secure online studio, where they can communicate with their Admissions Advisor. They will be asked to submit their academic transcripts and for all students whose first language is not English, evidence of English language ability must be provided. They will also be asked for a personal statement and references are also requested. Students are asked to upload images of their creative work as appropriate. All students are given individual feedback on their application.

Admissions Advisors ensure students are made aware of:

- Course fees and methods of payment.
- Full time and part time study routes.
- Study time commitments.
- Essential programme resources and associated costs.

The student will be offered a place or not as appropriate. The formal offer of a place includes:

- IDI offer of place letter.
- List of essential programme resources.

On accepting an offer of a place students are asked to complete the University of Hertfordshire application form online within the IDI-Study website.

Induction

One week prior to the start of the semester students are given access to an online induction programme. This programme allows the student to become familiar with their individual online studio and all of its functions and how teaching and learning takes place. Students are directed to where they will find student handbooks, delivery plans, module guides, assessment procedures, an introduction to the concept and process of self-evaluation and also their comprehensive online learning materials. Students are also introduced to forums designated for coursework, team working and critiquing and programme committee feedback. Students are also advised of the function of StudyNet. They are also provided with support in managing their studies and all the support functions that are available to them while they are studying.

On the Programme

Throughout their studies students are supported by their Tutor(s) to help guide them through and to understand the module(s). They have access to their tutor for both academic support and guidance. Students also have a designated Course Manager, Student Support Advisor and Programme Administrator to deal with other student enquiries and issues.

Pastoral support

Students are provided with on-going pastoral support. Their first point of contact for this is their tutor, but IDI Course Managers also support students with study and non-study related issues.

F. Other sources of information

In addition to this Programme Specification, the University publishes guidance to registered students on the programme and its constituent modules:

- A Programme (or Student) Handbook;
- A Definitive Module Document (DMD) for each constituent module;
- A Module Guide for each constituent module.

The [Ask Herts](#) website provides information on a wide range of resources and services available at the University of Hertfordshire including academic support, accommodation, fees, funding, visas, wellbeing services and student societies.

As a condition of registration, all students of the University of Hertfordshire are required to comply with the University's rules, regulations and procedures. These are published in a series of documents called 'University Policies and Regulations' (UPRs). The University requires that all students consult these documents which are available on-line, on the UPR web site, at: <http://www.herts.ac.uk/secreg/upr/>. In particular, [UPR SA07](#) 'Regulations and Advice for Students' Particular Attention - Index' provides information on the UPRs that contain the academic regulations of particular relevance for undergraduate and taught postgraduate students.

In accordance with section 4(5) of the Higher Education and Research Act 2017 (HERA), the UK Office for Students (OfS) has registered the University of Hertfordshire in the register of English higher education providers. The Register can be viewed at: <https://www.officeforstudents.org.uk/advice-and-guidance/the-register/the-ofs-register/>. Furthermore, the OfS has judged that the University of Hertfordshire delivers consistently outstanding teaching, learning and outcomes for its students. It is of the highest quality found in the UK. Consequently, the University received a Gold award in the 2018 Teaching Excellence and Student Outcomes (TEF) exercise. This award was made in June 2018 and is valid for up to 3 years. The TEF panel's report and conclusions can be accessed at: <https://www.officeforstudents.org.uk/advice-and-guidance/teaching/tef-outcomes/#/provider/10007147>

G. Entry requirements

The normal entry requirements for the programme are:

An undergraduate degree in the classification of 2:2 or above is mandatory.

Note: In exceptional circumstances, students may be taken onto the programme with alternative qualifications and experience.

A minimum IELTS score of 6.5 or equivalent is required for those whose first language is not English. All applicants are required to submit a portfolio in support of their application. This should contain a range of the applicant's work, which includes visual evidence of significant works or designs, evidence of research and the development process and sketchbooks. The portfolio must be clearly annotated with an indication of media and size of the works. Ideally the work in the portfolio should relate to the area of intended study, e.g. if the applicant intends to study Graphics at MA, there should be evidence of knowledge of Graphics in the visual work submitted and annotated evidence of the portfolio and proposal.

Applicants who are applying to study for MA in an area in which they have no prior experience will be carefully considered and are the exception, as the MA is intended to build on a skill base already established.

English Language

All international students are required to demonstrate suitable levels of English language competence. This can be through previous study in English, but we often require specific performance in English tests. All undergraduates must be able to prove a minimum of IELTS 6.5 or equivalent.

Additional Notes for International Students

- International students are eligible to enrol on this programme of study however they must study in their own country of residence, as the University will not sponsor International Students to obtain a Tier 4 student visa for this programme.
- International Students transferring from a campus based programme to the on-line programme will not meet the requirements for the University to provide sponsorship for the Tier 4 Student visa.

The programme is subject to the University's Principles, Policies and Regulations for the Admission of Students to Undergraduate and Taught Postgraduate Programmes (in [UPR SA03](#)), along with associated procedures. These will take account of University policy and guidelines for assessing accredited prior certificated learning (APCL) and accredited prior experiential learning (APEL).

If you would like this information in an alternative format please contact:

School of Creative Arts, University of Hertfordshire

Telephone: 01707 285300

Email: ctaadmin@herts.ac.uk

If you wish to receive a copy of the latest Programme Annual Monitoring and Evaluation Report (AMER) and/or the External Examiner's Report for the programme, please email a request to aqo@herts.ac.uk

MA Graphic Communication / MA Illustration (Visual Communication) / MA Interior Design / MA Photography (Visual Communication)

Table 2: Development of Intended Programme Learning Outcomes in the Constituent Modules

This map identifies where the programme learning outcomes are assessed in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the programme aims (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own learning, personal and professional development as the programme progresses.

		Programme Learning Outcomes (as identified in section 1 and the following page)																				
		Knowledge & Understanding						Intellectual Skills				Practical Skills				Transferable Skills						
		Module Title	Module Code	A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	C1	C2	C3	C4	D1	D2	D3	D4	
Level 6		Postgraduate Study in a Global Context	6FCT1356	X		X							X					X			X	
	Level 7	Research and Practice	7FTC1026		X			X				X					X	X	X			
Critical Studies		7FTC1027		X			X	X			X	X						X				
Creative Industries		7FTC1037			X	X						X			X			X		X	X	
Practice 1: Art and Design		7FTC1030	X					X	X	X		X	X			X	X				X	
Practice 2: Art and Design		7FTC1031	X	X			X	X	X	X		X	X		X	X			X			
<i>Students then choose one of the following Major Study modules:</i>																						
Major Study: Graphic Communication		7FTC1032	X	X	X		X	X	X	X		X	X	X	X	X	X	X	X	X	X	
Major Study: Illustration (Visual Communication)		7FTC1033	X	X	X		X	X	X	X		X	X	X	X	X	X	X	X	X	X	
Major Study: Interior Design		7FTC1034	X	X	X		X	X	X	X		X	X	X	X	X	X	X	X	X	X	
Major Study: Photography (Visual Communication)	7FTC1035	X	X	X		X	X	X	X		X	X	X	X	X	X	X	X	X	X		

Key: Learning Outcome which is assessed as part of the module ☒

KEY TO PROGRAMME LEARNING OUTCOMES

Knowledge and Understanding

- A1. The systematic knowledge and understanding of advanced techniques, processes and technologies relevant to the specialist award of study.
- A2. The research and enquiry methods and a critical awareness of current issues and debates at the forefront of current and emerging creative and professional practice.
- A3. Issues key to the professional environments of the creative industries in local, national and global contexts.
- A4. Critical awareness of the creative economies and the business contexts of the creative industries.
- A5. Critical awareness of the genres, aesthetic traditions, social, cultural and ethical frameworks relative to the award of study.
- A6. An advanced awareness, curiosity and knowledge of current best practice in the relevant award of study.

Intellectual Skills

- B1. Critically evaluate materials, processes, techniques and technologies and their application to specialist practice;
- B2. Evaluate and discuss critically current problems, debates and trends relevant to the chosen discipline of study;
- B3. Critically evaluate, develop and contextualise own work, with informed reference to current theory and practice at or near the forefront of their field of study;
- B4. Develop to a high level visual language, conceptual skills and practical expertise in the specific area of the award which advance personal aspirations and potential opportunities at a professional level.

Practical Skills

- C1. Initiate, develop and realise original creative work, which demonstrates initiative, personal responsibility, autonomy and a critical awareness of current practice, audiences and registers of communication
- C2. Confidently employ to a high level a range of media and technology to communicate ideas and information.
- C3. Effectively employ current practices, techniques and technologies in the specialist field to produce original creative work that demonstrates technical expertise and professionalism in its production.
- C4. Work independently and take responsibility for project planning, implementation and decision-making at a professional level.

Transferable Skills

- D1. Communicate complex ideas clearly to a range of audiences in visual, written and oral forms using appropriate academic and professional conventions.
- D2. Produce self-directed work of high quality demonstrating initiative, autonomy, ability to work in a team, personal responsibility, originality and critical self-awareness, managing time and resources efficiently through cogent planning and organisation.
- D3. Effectively deploy a range of personal, entrepreneurial and business skills to meet professional aspirations.
- D4. Evaluate and reflect upon personal strengths and the work of others and independently identify goals for continuing professional development.

Section 2

Programme management

Relevant QAA subject benchmarking statements	None
Type of programme	Taught Postgraduate
Date of validation/last periodic review	March 19
Date of production/ last revision of PS	March 2019 / <i>March 2018</i>
Relevant to level/cohort	Level 7 entering September 2019
Administrative School	School of Creative Arts

Table 3 Course structure

Course details		
Course code	Course description	JACS / HECOS
CTSNGCM CTSNILVCM CTSNINDM CTSNPVC	MA Graphic Communication (IDI) MA Illustration (Visual Communication) (IDI) MA Interior Design (IDI) MA Photography (Visual Communication) (IDI)	W210 / 100061 W220 / 100062 W250 / 101316 W640 / 100063

Definitive Module Document

1. MODULE CODE:	6FTC1356	Academic Session: 2019	Version: 1
2. LONG TITLE:	Postgraduate Study in a Global Context - IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	30		
5. DATE FIRST OFFERED:	01-SEP-19		
6. LEVEL:	6		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Research the relationship between theory and practice to establish appropriate vocabulary, practices and themes appropriate to postgraduate study.
- Contextualise themselves and their work in a wider context establishing the key principles of visual communication that underpin the curriculum.
- Identify and evaluate some of the key issues and skills in the Creative Industries in terms of the student's individual career aspirations.
- Research the connectivity of their work with industry and consider their practice and the practice of others, in relation to the regional, national and global Creative Industries.
- Develop the student's communication practices and skills at a standard appropriate for postgraduate study, especially in the context of communicating ideas and placing work in a defined context.

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Demonstrate systematic knowledge and understanding of advanced techniques, processes and technologies relevant to the specialist award of study. (A1)
- Be aware of issues key to the professional environments of the creative industries in local, national and global contexts. (A3)

9b. Skills and Attributes:

Successful students will typically:

- Develop to a high-level visual language, conceptual skills and practical expertise in art and design, which advances personal aspirations and potential opportunities at a professional level. (B4)
- Communicate complex ideas clearly to a range of audiences in a variety of forms using appropriate academic and professional conventions. (D1)
- Evaluate and reflect upon personal strengths and the work of others and independently identify goals for continuing professional development. (D4)

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

Activity	Hours
1. Classroom based lectures	0
2. Classroom based seminars and tutorials	0
3. Classroom based practical classes, workshops, studios or demonstrations	0
4. Scheduled online activities (ie online versions of the above)	0
5. Scheduled external learning activities - fieldwork, external visits and work based learning	0

<i>Activity</i>	<i>Hours</i>
6. Online directed independent study	160
7. Other directed independent study	0
8. Self-directed independent study	140
9. Placement	0
10. Year Abroad	0
TOTAL HOURS	300

11. Module Content:**11a. Module Content: (for publication, max 150 words)**

This introductory module provides the foundation of the course and prepares students for the demands of MA level study in Art & Design. The module helps students understand themes and key elements of the course: including the relationship between theory and practice, interdisciplinary Postgraduate study, and the connection between modules. Students will identify the themes and ideas that they will develop and define a project proposal to form a basis for the development of their practice. Students will broaden their knowledge of the creative and cultural industries and establish insights into the global creative environment.

By the end of this module, successful students will be familiar with a variety of professional environments, aware of their position within the wider local and global creative industries, and prepared to present their practice in professional contexts. By the end of this module, successful students will be prepared for the demands of MA level study in Art & Design.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

This introductory module aims to provide the foundation of the course and prepare students for the demands of MA level study in Art & Design. The module helps students understand themes and key elements of the course: these include the relationship between theory and practice, the interdisciplinary nature of the course, and the connection between the modules. Particular emphasis is given to encouraging students to look at themselves critically and locate their work and creativity in a wider context, encouraging self-reflection on their previous experiences and expectations.

Students will identify the themes and ideas that they will develop during their study and define a project proposal to form a basis for the development of their practice. The proposal will address how the student aims to use their period of study on the Masters programme, what form their practice will take and what resources are required to develop it. By the end of this module, successful students will be prepared for the demands of MA level study in Art & Design, having acquired higher-level thinking and academic skills.

This module aims to broaden students' knowledge of the creative and cultural industries and establish insights into the global creative environment. The module helps students understand the connectivity of their work with industry and consider their practice in relation to local, national and global Creative Industries. By the end of this module, successful students will be familiar with a variety of professional environments, aware of their position within the wider local and global creative industries, and prepared to present their practice in professional contexts.

12. Assessment: (weighting and compulsory information, max 50 words)**12a. Assessment Type:**

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 40 to pass this Level 6 module. The module will normally consist of 1 assessment, comprising of written and visual content in support of an individual project proposal submission.

13. Pre and Co Requisites further comments:

14. Module Board:

15. Programmes on which this module is offered:

16. Previous Module and Syllabus:6FTC1168, 7FTC1025

17. Any Other Comments:

18. Language of Delivery and Assessment:English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post	Name	Date	Signature	Date
Head of Sch/Dep			_____	_____
Fac Reg			_____	_____
ADAQ			_____	_____

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass grade be achieved.

Definitive Module Document

1. MODULE CODE:	7FTC1026	Academic Session: 2019	Version: 1
2. LONG TITLE:	Research and Practice-IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	15		
5. DATE FIRST OFFERED:	01-OCT-14		
6. LEVEL:	7		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Make a critical engagement within a range of current ideas and debates concerning research, enquiry and creativity in respect of their own practical work and the work of others
 - Explore practice-based research philosophies and enable them to reflect on the connections between theory and practice;
 - Develop understanding and skills in a range of information handling, enquiry and research practices, including the development of communication skills appropriate to Masters level study.
-

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Demonstrate a knowledge and understanding of research methods and a critical awareness of current issues and debates that inform areas of practice that relate to the student's specialist discipline;
- Critically evaluate and develop an informed awareness of primary and secondary literature relating to the social, cultural, aesthetic, professional and ethical frameworks that relate to the student's discipline.

9b. Skills and Attributes:

Successful students will typically:

- Research and critically evaluate their own work with informed reference to current issues, debates and trends relevant to the student's discipline;
 - Work independently, managing their time appropriately and take responsibility for applying research skills at an appropriate academic level;
 - Communicate effectively using appropriate academic and professional conventions;
 - Produce self-directed work of high quality demonstrating initiative, autonomy, personal responsibility and critical self awareness;
-

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

<i>Activity</i>	<i>Hours</i>
1.Classroom based lectures	0
2.Classroom based seminars and tutorials	0
3.Classroom based practical classes, workshops, studios or demonstrations	0
4.Scheduled online activities (ie online versions of the above)	0
5.Scheduled external learning activities - fieldwork, external visits and work based learning	0
6.Online directed independent study	80
7.Other directed independent study	0
8.Self-directed independent study	70
9.Placement	0
10.Year Abroad	0
TOTAL HOURS	150

11. Module Content:**11a. Module Content: (for publication, max 150 words)**

This module aims to prepare students for academic research and critical response, introducing students to a range of research skills suitable for postgraduate level of study in Art and Design, with a particular focus on practice-based research philosophies. The module helps students to develop information handling, enquiry and research skills. The module encourages students to critically engage with current debates, to locate their work within contemporary advance-level practice in their discipline, and to understand the connections between theory and practice through critical evaluation of the work of others and their own work.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

This module aims to prepare students for academic research and critical response, introducing students to a range of research skills suitable for postgraduate level of study in Art and Design, with a particular focus on practice-based research philosophies. Students undertake focused research into themes that are of particular relevance to their practice and are encouraged to reflect on the connections between theory and practice through critical evaluation of the work of others and their own work. Students will gain specialist knowledge of the current issues and debates that exist within their field, and ability to contextualise the practical work that they undertake during other modules. Students are expected to demonstrate awareness of insights at the forefront of their field of practice, and the skills of critical engagement that are required to present and respond to these debates. Multidisciplinary and interdisciplinary research, as a tool that helps students achieve a level of enquiry appropriate for MA level study, place their practice in context, and broaden/ challenge their assumptions is encouraged. Indicative content may include: research methodology and its application to practice; practice based methods; the history, criticism and contexts of the student's discipline and its impact on their work; strategies of enquiry and research; ideas around creativity; literature searches and strategies for documentation. During this module students undertake a number of mini projects and short intensive briefs for part of their study time. Typically, the module is assessed through a number of assignments that are designed to test students' academic research and critical analysis skills.

12. Assessment: (weighting and compulsory information, max 50 words)**12a. Assessment Type:**

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 50 to pass the module. The module will normally be assessed through 2 assignments, comprising of 2 written pieces (weighted 40% and 60%) both of which must be passed.

13. Pre and Co Requisites further comments:

14. Module Board:

IDI Scotland All levels 1st sitting Sept MB

15. Programmes on which this module is offered:

16. Previous Module and Syllabus:

17. Any Other Comments:

18. Language of Delivery and Assessment:

English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post	Name	Date	Signature	Date
Head of Sch/Dep			_____	_____
Fac Reg			_____	_____
ADAQ			_____	_____

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass grade be achieved.

None

Definitive Module Document

1. MODULE CODE:	7FTC1027	Academic Session: 2019	Version: 1
2. LONG TITLE:	Critical Studies-IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	15		
5. DATE FIRST OFFERED:	01-OCT-14		
6. LEVEL:	7		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Further develop knowledge of and critical thinking about the theoretical, historical and contemporary cultural contexts of their discipline and that of their own practice within these contexts, to a standard appropriate for postgraduate study;
- Undertake further research in the development of enquiry practices and skills to a standard appropriate for postgraduate study within the context of the global industries;
- Extend and deepen communication practices and skills to a standard appropriate for postgraduate study.

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Investigate research and enquiry methods and critically reflect upon current issues and debates at the forefront of current and emerging creative and professional practice;
- Investigate and critically examine the genres, aesthetic traditions, social, cultural and ethical frameworks relative to the award of study;

9b. Skills and Attributes:

Successful students will typically:

- Confidently apply a range of research and enquiry methods relevant to the creative industries;
- Communicate complex ideas clearly to a range of audiences in visual, written and oral forms using appropriate academic and professional conventions;
- Take responsibility for a prolonged academic investigation, placing work in context of current issues within the creative industries and society as a whole.

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

Activity	Hours
1. Classroom based lectures	0
2. Classroom based seminars and tutorials	0

<i>Activity</i>	<i>Hours</i>
3. Classroom based practical classes, workshops, studios or demonstrations	0
4. Scheduled online activities (ie online versions of the above)	0
5. Scheduled external learning activities - fieldwork, external visits and work based learning	0
6. Online directed independent study	80
7. Other directed independent study	0
8. Self-directed independent study	70
9. Placement	0
10. Year Abroad	0
TOTAL HOURS	150

11. Module Content:**11a. Module Content: (for publication, max 150 words)**

Building on the Research & Practice module, Critical Studies provides students with a detailed understanding of genres, aesthetic traditions, and some of the issues and critical debates that inform current movements in contemporary art and design. Particular emphasis is given to using the module as a crucible for informed analysis and debate for use as a tool to advance students' practice. A number of support materials about cultural theory relating to contemporary practice outline the themes of the module. Emphasis is then placed on students' own investigations culminating in the submission of a written text (or alternative submission by negotiation) and a series of student presentations based on a critical evaluation of some aspect of advanced scholarship, research and/or creative practice that relates to students' practice.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

Building on the Research & Practice module, Critical Studies provides students with a detailed understanding of genres, aesthetic traditions, and some of the issues and critical debates that inform current movements in contemporary art, design, media and other cultural practices. Particular emphasis is given to using the module as a crucible for informed analysis and debate for use as a tool to advance students' practice. It starts with an understanding of the creative response and methods of critical evaluation. It then broadens the context to explore the relationship(s) between creative disciplines and finally places creativity in the bigger picture of social constructs within local and global communities. Core to this analysis is the aim of assisting students in placing their practical work into a critical and analytical framework. The delivery of the module is concurrent with the Project Practice 2 Module in which students are required to test their studio-based practice against external critical, commercial and/or aesthetic imperatives that have arisen through the process of research. Submission is in the form of a written text (or alternative submission by negotiation) and a series of student presentations that emulate forms of research output encountered in scholarly environments (such as conference papers and journal articles). Within these, students are required to make a critical evaluation of some aspect of advanced scholarship, research and/or creative practice that relates to their practice. The module is kept current by referencing key issues within art, design, and the media. It also asks the question of how culture is consumed individually and by local and global communities. Indicative content may include cultural perspectives on sustainability, perspectives on globalism, gender and practice in cultural theory, visual and material culture, post colonialism and globalisation, post-modernity, the role of the creative and cultural industries in politics, ethics and art and design practice. These issues are placed in the context of consumption patterns by the individual and local or global communities.

12. Assessment: (weighting and compulsory information, max 50 words)**12a. Assessment Type:**

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 50 to pass the module. The module will normally be

assessed through 1 written piece (weighted 100%).

13. Pre and Co Requisites further comments:

14. Module Board:

IDI Scotland All levels 1st sitting Sept MB

15. Programmes on which this module is offered:

16. Previous Module and Syllabus:

17. Any Other Comments:

18. Language of Delivery and Assessment:

English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post	Name	Date	Signature	Date
Head of Sch/Dep			_____	_____
Fac Reg			_____	_____
ADAQ			_____	_____

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass grade be achieved.

None

Definitive Module Document

1. MODULE CODE:	7FTC1030	Academic Session: 2019	Version: 1
2. LONG TITLE:	Practice 1: Art and Design-IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	15		
5. DATE FIRST OFFERED:	01-OCT-14		
6. LEVEL:	7		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Negotiate a project that supports the development of advanced knowledge and best practice, and critically evaluate the skills necessary to realize a project at masters level;
 - Undertake a period of sustained creative enquiry leading to a portfolio, exhibition or other negotiated outcome and make a critical appraisal of the proposal in respect of a range of external imperatives (creative, social, ethical and/or commercial) within the student's subject specialism area.
-

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Critically evaluate personal aspirations to provide a realistic basis for future development of individual specialist practice at postgraduate level;
- Identify and assess methods of research and enquiry appropriate to their subject specialism area and the current issues and debates at the forefront of their specialist area of practice;
- Critically evaluate and demonstrate a sophisticated knowledge and understanding of techniques and practical skills appropriate to their area of subject specialism.

9b. Skills and Attributes:

Successful students will typically:

- Confidently employ and evaluate a range of media and other relevant techniques to document working processes and development, and communicate ideas for the further development of individual subject practice at an advanced level;
- Demonstrate through the production of a body of exploratory creative work, evidence of a critical evaluation of materials and processes relevant to the individual specialist practice and a developing technical expertise and professionalism which informs future ideas;
- Critically evaluate and make effective use of project planning and self-management skills, organise and present diverse material in a coherent form to effectively communicate ideas.

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

Activity	Hours
1. Classroom based lectures	0
2. Classroom based seminars and tutorials	0
3. Classroom based practical classes, workshops, studios or demonstrations	0
4. Scheduled online activities (ie online versions of the above)	0
5. Scheduled external learning activities - fieldwork, external visits and work based learning	0
6. Online directed independent study	80
7. Other directed independent study	0
8. Self-directed independent study	70
9. Placement	0
10. Year Abroad	0
TOTAL HOURS	150

11. Module Content:**11a. Module Content: (for publication, max 150 words)**

This module is designed to enable students to refine, research and develop the proposal submitted during the module, Postgraduate Study in Context. The module aims to help students make a critical evaluation of their work, to identify and acquire the skills necessary to begin to realise the proposal and develop a methodology by which they expand and explore the project. Furthermore, the module aims to help students develop an exploratory and expansive approach to their work and to carry out research into the creative and commercial contexts appropriate to their practice. During the module, the student's practice will be refined and ideas and concepts within the proposal debated, developed and challenged through a series of student-led online discussions and tutorials. Students who complete the module will have an improved understanding of practice at MA level. They will be able to undertake visual exploration, leading towards meaningful outcomes.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

Students are also required to present their work to their peers of other strands of the MA programme and to take advantage of the multi-disciplinary nature of the programme.

Graphic Communication

Your approach should reflect your own individual interests within the evolving contemporary discipline of Graphic Design and may include self-initiated design briefs and emerging design practice within; editorial design, branding and visual identity, packaging design, signage and wayfinding, social design and campaigns, information design, graphic design for exhibitions and environments, graphic arts, and graphic design for screen, web and moving image.

Illustration

Student practice is expected to reflect their individual interests within the evolving contemporary discipline of Illustration and may include illustration briefs and emerging practice within editorial and book illustration, applied illustration within branding and visual identity, illustration within screen-based, web, interactive, spatial and moving image contexts.

Photography

Your theme and approach is expected to reflect an area of contemporary photography and professional practice, and may be within fine art contemporary photography, documentary photography, photojournalism, editorial photography, fashion photography or contemporary advertising photography. Your work may be

analogue based and/or digital, use medium or large format photography, or experimental techniques such as camera-less photography or alternative processes.

Interior Design

Your theme and approach is expected to reflect an area of contemporary Interior Design and professional practice, and may investigate realms surrounding the notion of the subject area; to include but not exclusively: spatial design and awareness: materiality: three-dimensional modelling or alternative representation techniques: new technologies: environment and sustainability: architectural, furniture and interior design.

12. Assessment: (weighting and compulsory information, max 50 words)

12a. Assessment Type:

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 50 to pass the module. Typically within the module, coursework tasks will consist of a number of activities as defined in the project briefs. Students will undertake work in response to the project briefs and these responses will be collated into a single coursework submission and presented for assessment.

13. Pre and Co Requisites further comments:

14. Module Board:

IDI Scotland All levels 1st sitting Sept MB

15. Programmes on which this module is offered:

16. Previous Module and Syllabus:

17. Any Other Comments:

18. Language of Delivery and Assessment:

English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post	Name	Date	Signature	Date
Head of Sch/Dep			_____	_____
Fac Reg			_____	_____
ADAQ			_____	_____

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass grade be achieved.

None

Definitive Module Document

1. MODULE CODE:	7FTC1031	Academic Session: 2019	Version: 1
2. LONG TITLE:	Practice 2: Art and Design-IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	30		
5. DATE FIRST OFFERED:	01-OCT-14		
6. LEVEL:	7		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Continue to develop a project proposal that supports the further development of advanced knowledge and creativity locating the student's practice within a specific creative, cultural, ethical or commercial context;
 - Make a critical assessment of formative responses from audiences and external professionals within the context of their own subject area;
 - Reflect upon and critically evaluate the skills, creativity and understanding necessary to plan for the final phase of the study.
-

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Critically evaluate and demonstrate their understanding in the use of advanced processes, techniques and technologies involved in developing an Art and Design project at the forefront of current and emerging creative and professional practice relevant to their specific award of study;
- Identify and assess methods of research and enquiry needed to inform and support their practice within the context of the current issues and debates present at the forefront of their specialist area of professional creative practice;
- Critically evaluate the cultural, ethical and commercial context as needed to locate their practice within a wider creative framework;
- Critically review and examine the development of individual practice in this module, propose and evaluate potential options for future creative development and clearly define the body of work to be realised in the major study module.

9b. Skills and Attributes:

Successful students will typically:

- Realise and present a body of original creative work that reflects personal aspirations, demonstrates initiative, curiosity, personal responsibility and advanced critical awareness of the specifics of current best practice relevant to masters study and their individual area of specialism;

- Identify and assess current best practice in respect of issues and debates that informs the student's specialist area of practice; using research, critical evaluation and individual judgments to inform and contextualise the development of the student's individual practice;

- Expand their visual language and conceptual skills to communicate ideas and realise work through continued exploration, experimentation and critical evaluation of relevant materials, techniques and technologies relevant to masters study and in support of the major study module.

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

Activity	Hours
1. Classroom based lectures	0
2. Classroom based seminars and tutorials	0
3. Classroom based practical classes, workshops, studios or demonstrations	0
4. Scheduled online activities (ie online versions of the above)	0
5. Scheduled external learning activities - fieldwork, external visits and work based learning	0
6. Online directed independent study	160
7. Other directed independent study	0
8. Self-directed independent study	140
9. Placement	0
10. Year Abroad	0
TOTAL HOURS	300

11. Module Content:

11a. Module Content: (for publication, max 150 words)

Responding to formative and summative assessment received during the Practice 1 module, Practice 2 enables students to further develop ideas relating to their chosen themes, narrowing their focus from previous work, in preparation for its final realisation in the Major Study module. Students are required to investigate and prepare a body of advanced practice-based work, together with a summary contextualising document that demonstrates how the work has been developed, the key aesthetic, commercial and contextual issues that have arisen and the impact of these factors on the resulting portfolio of practice. The module is delivered through individual tutorials and student led work-in-progress online discussions. On completing Practice 2, students will have built a foundation for their Major Study. They will have completed an outline or proposal for the final Major Study project, and will have developed the knowledge and skills required to execute their plans.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

Students are also required to present their work to their peers of other strands of the MA programme and to take advantage of the multi-disciplinary nature of the programme.

Graphic Communication

Student practice is expected to reflect a development of individual interests within the contemporary discipline of Graphic Design. Typical projects include self-initiated design briefs and emerging design practice within; editorial design, visual identity, packaging, social design, information design, graphic design for exhibitions, and screen based projects.

Illustration

Student practice is expected to reflect a development of their individual interests within the contemporary discipline of Illustration. Illustration projects may experiment with digital techniques and/or traditional media including but not limited to drawing, printmaking, collage and other image making media. Projects may reflect emerging contemporary practice within editorial, fine art, applied, spatial or screen based illustration.

Photography

Some typical outcomes reflective of the contemporary discipline of photography may include work on an extended photobook project, the development of a sustained body of conceptual fine art work for exhibition or site-responsive photography installation, a body of documentary or photojournalism work. Photography projects with multimedia, web or moving image elements, digital and/or analogue experimentation, or the development of an ambitious in-depth cohesive portfolio of editorial, fashion or advertising photography work.

Interior Design

Some typical outcomes include work on a detailed study or analysis of one aspect of a larger project, exploration of materials, an advance in technical specification, or a specific product or fixture. Areas for investigation may include conceptual themes and debate, lighting, acoustics, material selection, environmental issues, recycled products, ecological construction, furniture development, ergonomic design, new material capabilities, accessibility issues, way-finding, design for impairments and responses to the needs of a specific user group.

For each MA strand: the project should be at the forefront of your discipline in its originality and creativity.

12. Assessment: (weighting and compulsory information, max 50 words)

12a. Assessment Type:

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 50 to pass the module. Typically within the module, coursework tasks will consist of a number of activities as defined in the project briefs. Students will undertake work in response to the project briefs and these responses will be collated into a single portfolio submission and presented for assessment.

13. Pre and Co Requisites further comments:

14. Module Board:

IDI Scotland All levels 1st sitting Sept MB

15. Programmes on which this module is offered:

16. Previous Module and Syllabus:

17. Any Other Comments:

18. Language of Delivery and Assessment:

English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post

Name

Date

Signature

Date

Head of Sch/Dep

Fac Reg

ADAQ

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass grade be achieved.

None

Definitive Module Document

1. MODULE CODE:	7FTC1032	Academic Session: 2019	Version: 1
2. LONG TITLE:	Major Study: Graphic Communication-IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	45		
5. DATE FIRST OFFERED:	01-OCT-14		
6. LEVEL:	7		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Realise a self-initiated project in their specialist area that demonstrates knowledge and creativity to a level comparable with current best practice in the discipline;
 - Realise a project that takes demonstrable account of the imperatives of a clearly identified range of clients, users, consumers and audiences;
 - Establish the skills, creativity and understanding necessary to work as a professional practitioner;
 - Acquire a systematic understanding of knowledge and a critical awareness of current problems and new insights at the forefront of Graphic Communication practice.
-

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Demonstrate a systematic understanding of knowledge and a critical awareness of the genres and aesthetic traditions, social, cultural and ethical frameworks that underpin the practice area, as well as current issues and new insights at, or informed by, the forefront of creative and professional practice in Graphic Communication;
- Demonstrate an advanced knowledge and understanding of techniques, processes and technologies that are relevant to the field of graphic communication;
- Demonstrate a deep knowledge and understanding of the Creative Industries and the institutions that are relevant to Graphic Communication.

9b. Skills and Attributes:

Successful students will typically:

- Realise, to a professional level, a body of original creative work that demonstrates advanced technical expertise and professionalism in its production, employs appropriate media and technology to communicate ideas and reflects a critical awareness of current Graphic Communication practice;

- Discuss, critically evaluate and contextualise their own work, with informed reference to the current theory and debates relevant to Graphic Communication and communicate complex ideas to a range of audiences in visual, written and oral forms;
- Independently plan and realise a body of resolved work to a professional standard that reflects effective organisation and time management;
- Demonstrate an advanced awareness, curiosity and ability within current practice of Graphic Communication;
- Demonstrate a visual language, conceptual skills and practical expertise developed to a high level in the specific area of Graphic Communication that advances personal aspirations and potential opportunities at masters level.

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

Activity	Hours
1. Classroom based lectures	0
2. Classroom based seminars and tutorials	0
3. Classroom based practical classes, workshops, studios or demonstrations	0
4. Scheduled online activities (ie online versions of the above)	0
5. Scheduled external learning activities - fieldwork, external visits and work based learning	0
6. Online directed independent study	240
7. Other directed independent study	0
8. Self-directed independent study	210
9. Placement	0
10. Year Abroad	0
TOTAL HOURS	450

11. Module Content:

11a. Module Content: (for publication, max 150 words)

The Major Study is a self initiated project that builds upon the knowledge and ideas explored throughout the MA, during which students will demonstrate an advanced level of creativity and knowledge of Graphic Communication. Students build upon ideas established and explored in earlier parts of the programme and bring together various practical, theoretical, commercial and other contextual concerns to complete a sustained body of original and innovative practice. This body of work will evidence creative autonomy, demonstrate professional excellence and in-depth knowledge of Graphic Communication practice. The realisation of this body of work is supported by work-in-progress online discussions involving students from all of the Art & Design MAs, group and individual tutorials. The Major Study project will be the final submission for the award of MA, as the culmination of their postgraduate journey, demonstrating the communication, professional, conceptual and creative skills that have been acquired during the course. The project will also provide evidence of preparedness for employment, for potential future employers and clients.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

Student MA projects are expected to reflect a development and realisation of individual interests within the

contemporary discipline of Graphic Design and may include but are not limited to self-initiated design briefs and emerging design practice within; editorial design, branding and visual identity, packaging design, typography focused design projects, signage and way finding, social design and campaigns, information design, graphic design for exhibitions and environments, graphic arts, and graphic design for screen, web and moving image. Each Graphic Communication MA project should demonstrate awareness of the forefront of your discipline in its originality and creativity. The practical work should also address specific audience requirements along with any social, cultural and political contexts.

The submission will typically include material artefacts, designed responses, web-based or other digitised work that demonstrates competence to an advanced level. This may include the documentation of methods, contextual appraisals and evaluations in paper-based or digital media, sketchbooks, notated development sheets, scripts, and material artefacts.

The work submitted should include a written reflective statement of around 3000 in which the student needs to contextualise their own work and practice. The written submission aims to demonstrate knowledge and understanding of theories of visual communication, specifically in relation to Graphic Communication, and critically appraise the aims of the work and the professional and commercial contexts in which it was developed. The writing of the text will provide students with insights into their own work, and the skills to express their ideas in a coherent and informed manner to potential audiences.

12. Assessment: (weighting and compulsory information, max 50 words)

12a. Assessment Type:

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 50 to pass the module. The module will normally consist of 2 assessments, comprising of 1 practical project (weighted 70%) and 1 reflective statement (weighted 30%). The student need not pass both assignments to complete the module as their performance across the 2 assessments will be aggregated to determine the overall module grade.

13. Pre and Co Requisites further comments:

14. Module Board:

IDI Scotland All levels 1st sitting Sept MB

15. Programmes on which this module is offered:

16. Previous Module and Syllabus:

17. Any Other Comments:

18. Language of Delivery and Assessment:

English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post	Name	Date	Signature	Date
Head of Sch/Dep			_____	_____
Fac Reg			_____	_____
ADAQ			_____	_____

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass grade be achieved.

None

Definitive Module Document

1. MODULE CODE:	7FTC1033	Academic Session: 2019	Version: 1
2. LONG TITLE:	Major Study: Illustration-IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	45		
5. DATE FIRST OFFERED:	01-OCT-14		
6. LEVEL:	7		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Realise a self-initiated project in their specialist area that demonstrates knowledge and creativity to a level comparable with current best practice in the discipline;
 - Realise a project that takes demonstrable account of the imperatives of a clearly identified range of clients, users, consumers and audiences;
 - Establish the skills, creativity and understanding necessary to work as a professional practitioner;
 - Acquire a systematic understanding of knowledge and a critical awareness of current problems and new insights at the forefront of illustration practice.
-

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Demonstrate a systematic understanding of knowledge and a critical awareness of the genres and aesthetic traditions, social, cultural and ethical frameworks that underpin the practice area, as well as current issues and new insights at, or informed by, the forefront of creative and professional practice in illustration;
- Demonstrate an advanced knowledge and understanding of techniques, processes and technologies that are relevant to the field of illustration;
- Demonstrate a knowledge and understanding of the Creative Industries and the institutions that are relevant to illustration.

9b. Skills and Attributes:

Successful students will typically:

- Realise, to a professional level, a body of original creative work that demonstrates advanced technical expertise and professionalism in its production, employs appropriate media and technology to communicate ideas and reflects a critical awareness of current illustration practice;

- Discuss, critically evaluate and contextualise their own work, with informed reference to the current theory and debates relevant to Illustration and communicate complex ideas to a range of audiences in visual, written and oral forms;
- Independently plan and realise a body of resolved work to a professional standard that reflects effective organisation and time management;
- Demonstrate an advanced awareness, curiosity and ability within current practice of Illustration;
- Demonstrate a visual language, conceptual skills and practical expertise developed to a high level in the specific area of Illustration which advance personal aspirations and potential opportunities at a professional level.

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

Activity	Hours
1. Classroom based lectures	0
2. Classroom based seminars and tutorials	0
3. Classroom based practical classes, workshops, studios or demonstrations	0
4. Scheduled online activities (ie online versions of the above)	0
5. Scheduled external learning activities - fieldwork, external visits and work based learning	0
6. Online directed independent study	240
7. Other directed independent study	0
8. Self-directed independent study	210
9. Placement	0
10. Year Abroad	0
TOTAL HOURS	450

11. Module Content:

11a. Module Content: (for publication, max 150 words)

The Major Study is a self initiated project that builds upon the knowledge and ideas explored throughout the MA, during which students will demonstrate an advanced level of creativity and knowledge of Illustration. Students build upon ideas established and explored in earlier parts of the programme and bring together various practical, theoretical, commercial and other contextual concerns to complete a sustained body of original and innovative practice. This body of work will evidence creative autonomy, demonstrate professional excellence and in-depth knowledge of Illustration practice. The realisation of this body of work is supported by work-in-progress online discussions involving students from all of the Art & Design MAs, group and individual tutorials. The Major Study project will be the final submission for the award of MA, as the culmination of their postgraduate journey, demonstrating the communication, professional, conceptual and creative skills that have been acquired during the course. The project will also provide evidence of preparedness for employment, for potential future employers and clients.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

Student MA projects are expected to reflect a development and realisation of individual interests within the

contemporary discipline of Illustration, and may include but are not limited to self-initiated Illustration briefs and emerging practice within; editorial and book illustration, applied illustration within branding and visual identity, illustration within screen-based, web, interactive and moving image contexts. Illustration projects may investigate digital techniques and/or traditional media including but not limited to drawing, printmaking, collage and other image making media. Whatever the nature of your Illustration work the content should be challenging and thought provoking. Each MA project should demonstrate awareness of the forefront of your discipline in its originality and creativity. The practical work should also address specific audience requirements along with any social, cultural and political contexts.

The work submitted should include a written reflective statement of around 3000 in which the student needs to contextualise their own work and practice. The written submission aims to demonstrate knowledge and understanding of theories of visual communication, specifically in relation to Illustration, and critically appraise the aims of the work and the professional and commercial contexts in which it was developed. The writing of the text will provide students with insights into their own work, and the skills to express their ideas in a coherent and informed manner to potential audiences. The final text will also provide audiences with insights into the students' motivations and themes.

12. Assessment: (weighting and compulsory information, max 50 words)

12a. Assessment Type:

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 50 to pass the module. The module will normally consist of 2 assessments, comprising of 1 practical project (weighted 70%) and 1 reflective statement (weighted 30%). The student need not pass both assignments to complete the module as their performance across the 2 assessments will be aggregated to determine the overall module grade.

13. Pre and Co Requisites further comments:

14. Module Board:

IDI Scotland All levels 1st sitting Sept MB

15. Programmes on which this module is offered:

16. Previous Module and Syllabus:

17. Any Other Comments:

18. Language of Delivery and Assessment:

English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post	Name	Date	Signature	Date
Head of Sch/Dep			_____	_____
Fac Reg			_____	_____
ADAQ			_____	_____

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass

grade be achieved.

None

Definitive Module Document

1. MODULE CODE:	7FTC1034	Academic Session: 2019	Version: 1
2. LONG TITLE:	Major Study: Interior Design-IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	45		
5. DATE FIRST OFFERED:	01-OCT-14		
6. LEVEL:	7		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Realise a self-initiated project in their specialist area that demonstrates knowledge and creativity to a level comparable with current best practice in the discipline;
 - Realise a project that takes demonstrable account of the imperatives of a clearly identified range of clients, users, consumers and audiences;
 - Establish the skills, creativity and understanding necessary to work as a professional practitioner;
 - Acquire a systematic understanding of knowledge and a critical awareness of current problems and new insights at the forefront of Interior Design practice.
-

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Demonstrate a systematic understanding of knowledge and a critical awareness of the genres and aesthetic traditions, social, cultural and ethical frameworks that underpin the practice area, as well as current issues and new insights at, or informed by, the forefront of creative and professional practice in Interior Design;
- Demonstrate an advanced knowledge and understanding of techniques, processes and technologies that are relevant to the field of interior design;
- Demonstrate a knowledge and understanding of the Creative industries and the institutions that are relevant to Interior Design.

9b. Skills and Attributes:

Successful students will typically:

- Realise, to a professional level, a body of original creative work that demonstrates advanced technical expertise and professionalism in its production, employs appropriate media and technology to communicate ideas and reflects a critical awareness of current Interior Design practice;

- Discuss, critically evaluate and contextualise their own work, with informed reference to the current theory and debates relevant to Interior Design and communicate complex ideas to a range of audiences in visual, written and oral forms;
- Independently plan and realise a body of resolved work to a professional standard that reflects effective organisation and time management;
- Demonstrate an advanced awareness, curiosity and ability within current practice of Interior Design;
- Demonstrate a visual language, conceptual skills and practical expertise developed to a high level in the specific area of Interior Design which advance personal aspirations and potential opportunities at a professional level.

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

Activity	Hours
1. Classroom based lectures	0
2. Classroom based seminars and tutorials	0
3. Classroom based practical classes, workshops, studios or demonstrations	0
4. Scheduled online activities (ie online versions of the above)	0
5. Scheduled external learning activities - fieldwork, external visits and work based learning	0
6. Online directed independent study	240
7. Other directed independent study	0
8. Self-directed independent study	210
9. Placement	0
10. Year Abroad	0
TOTAL HOURS	450

11. Module Content:

11a. Module Content: (for publication, max 150 words)

The Major Study is a self initiated project that builds upon the knowledge and ideas explored throughout the MA, during which students will demonstrate an advanced level of creativity and knowledge of Interior Design. Students build upon ideas established and explored in earlier parts of the programme and bring together various practical, theoretical commercial and other contextual concerns to complete a sustained body of original and innovative practice. This body of work will evidence creative autonomy, demonstrate professional excellence and in-depth knowledge of Interior Design practice. The realisation of this body of work is supported by work-in-progress online discussions involving students from all of the Art & Design MAs, group and individual tutorials. The Major Study project will be the final submission for the award of MA, as the culmination of their postgraduate journey, demonstrating the communication, professional, conceptual and creative skills that have been acquired during the course. The project will also provide evidence of preparedness for employment, for potential future employers and clients.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

The Major Study is a self initiated project that builds upon the knowledge and ideas explored throughout the

MA, during which students will demonstrate an advanced level of creativity and knowledge of Interior Design.

The Major Study project will be the final submission for the award of MA, as the culmination of their postgraduate journey, demonstrating the communication, professional, conceptual and creative skills that have been acquired during the course. The project will also provide evidence of preparedness for employment, for potential future employers and clients. The submission will typically include material artefacts, designed responses, web-based or other digitised work that demonstrates competence to an advanced level.

The final outcome for MA Interior Design Projects, should build upon and realise themes developed in the earlier practical modules and may investigate a specific element of interior design at a challenging and advanced level. Areas for investigation may include lighting, acoustics, material selection, environmental issues, recycled products, ecological construction, furniture development, ergonomic design, new material capabilities, accessibility issues, way-finding, design for impairments and responses to the needs of a specific user group.

The work submitted should include a written reflective statement of around 3000 in which the student needs to contextualise their own work and practice. The written submission aims to demonstrate knowledge and understanding of theories of visual communication, specifically in relation to Interior Design, and critically appraise the aims of the work and the professional and commercial contexts in which it was developed. The writing of the text will provide students with insights into their own work, and the skills to express their ideas in a coherent and informed manner to potential audiences.

12. Assessment: (weighting and compulsory information, max 50 words)

12a. Assessment Type:

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 50 to pass the module. The module will normally consist of 2 assessments, comprising of 1 practical project (weighted 70%) and 1 reflective statement (weighted 30%). The student need not pass both assignments to complete the module as their performance across the 2 assessments will be aggregated to determine the overall module grade.

13. Pre and Co Requisites further comments:

14. Module Board:

IDI Scotland All levels 1st sitting Sept MB

15. Programmes on which this module is offered:

16. Previous Module and Syllabus:

17. Any Other Comments:

18. Language of Delivery and Assessment:

English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post	Name	Date	Signature	Date
Head of Sch/Dep			_____	_____
Fac Reg			_____	_____

ADAQ

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass grade be achieved.

None

Definitive Module Document

1. MODULE CODE:	7FTC1035	Academic Session: 2019	Version: 1
2. LONG TITLE:	Major Study: Photography-IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	45		
5. DATE FIRST OFFERED:	01-OCT-14		
6. LEVEL:	7		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Realise a self-initiated project in their specialist area that demonstrates knowledge and creativity to a level comparable with current best practice in the discipline;
 - Realise a project that takes demonstrable account of the imperatives of a clearly identified range of clients, users, consumers and audiences;
 - Establish the skills, creativity and understanding necessary to work as a professional practitioner;
 - Acquire a systematic understanding of knowledge and a critical awareness of current problems and new insights at the forefront of Photography practice.
-

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Demonstrate a systematic understanding of knowledge and a critical awareness of the genres and aesthetic traditions, social, cultural and ethical frameworks that underpin the practice area, as well as current issues and new insights at, or informed by, the forefront of creative and professional practice in Photography;
- Demonstrate an advanced knowledge and understanding of techniques, processes and technologies that are relevant to the field of photography;
- Demonstrate a knowledge and understanding of the Creative industries and the institutions that are relevant to Photography.

9b. Skills and Attributes:

Successful students will typically:

- Realise, to a professional level, a body of original creative work that demonstrates advanced technical expertise and professionalism in its production, employs appropriate media and technology to communicate ideas and reflects a critical awareness of current Photography practice;

- Discuss, critically evaluate and contextualise their own work, with informed reference to the current theory and debates relevant to Photography and communicate complex ideas to a range of audiences in visual, written and oral forms;
- Independently plan and realise a body of resolved work to a professional standard that reflects effective organisation and time management;
- Demonstrate an advanced awareness, curiosity and ability within current practice of Photography;
- Demonstrate a visual language, conceptual skills and practical expertise developed to a high level in the specific area of Photography which advance personal aspirations and potential opportunities at a professional level.

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

<i>Activity</i>	<i>Hours</i>
1. Classroom based lectures	0
2. Classroom based seminars and tutorials	0
3. Classroom based practical classes, workshops, studios or demonstrations	0
4. Scheduled online activities (ie online versions of the above)	0
5. Scheduled external learning activities - fieldwork, external visits and work based learning	0
6. Online directed independent study	240
7. Other directed independent study	0
8. Self-directed independent study	210
9. Placement	0
10. Year Abroad	0
TOTAL HOURS	450

11. Module Content:

11a. Module Content: (for publication, max 150 words)

The Major Study is a self initiated project that builds upon the knowledge and ideas explored throughout the MA, during which students will demonstrate an advanced level of creativity and knowledge of Photography. Students build upon ideas established and explored in earlier parts of the programme and bring together various practical, theoretical commercial and other contextual concerns to complete a sustained body of original and innovative practice. This body of work will evidence creative autonomy, demonstrate professional excellence and in-depth knowledge of Photography practice. The realisation of this body of work is supported by work-in-progress online discussions involving students from all of the Art & Design MAs, group and individual tutorials. The Major Study project will be the final submission for the award of MA, as the culmination of their postgraduate journey, demonstrating the communication, professional, conceptual and creative skills that have been acquired during the course. The project will also provide evidence of preparedness for employment, for potential future employers and clients.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

The Major Study project will be the final submission for the award of MA, as the culmination of their

postgraduate journey, demonstrating the communication, professional, conceptual and creative skills that have been acquired during the course. The project will also provide evidence of preparedness for employment, for potential future employers and clients. The submission will typically include material artefacts, designed responses, web-based or other digitised work that demonstrates competence to an advanced level.

The work submitted should include a written reflective statement in which the student needs to contextualise their own work and practice. The written submission aims to demonstrate knowledge and understanding of theories of visual communication, specifically in relation to Photography, and critically appraise the aims of the work and the professional and commercial contexts in which it was developed. The writing of the text will provide students with insights into their own work, and the skills to express their ideas in a coherent and informed manner to potential audiences. The final text will also provide audiences with insights into the students' motivations and themes.

Major Project photography projects may be produced for a variety of contexts and formats reflecting the evolving nature of the contemporary discipline of photography including but not exclusively; conceptual fine art photography, documentary and photojournalism, editorial and applied contexts, medium or large format photography, digital and / or analogue photography, , experimental and alternative photographic processes, photography in conjunction with moving image and multimedia storytelling, as well as projects with print, exhibition, portfolio and photobook outcomes.

12. Assessment: (weighting and compulsory information, max 50 words)

12a. Assessment Type:

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 540 to pass the module. The module will normally consist of 2 assessments, comprising of 1 practical project (weighted 70%) and 1 reflective statement (weighted 30%). The student need not pass both assignments to complete the module as their performance across the 2 assessments will be aggregated to determine the overall module grade.

13. Pre and Co Requisites further comments:

14. Module Board:

IDI Scotland All levels 1st sitting Sept MB

15. Programmes on which this module is offered:

16. Previous Module and Syllabus:

17. Any Other Comments:

18. Language of Delivery and Assessment:

English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post	Name	Date	Signature	Date
Head of Sch/Dep			_____	_____
Fac Reg			_____	_____
ADAQ			_____	_____

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass grade be achieved.

None

Definitive Module Document

1. MODULE CODE:	7FTC1037	Academic Session: 2019	Version: 1
2. LONG TITLE:	Creative Industries - IDI		
3. SCHOOL/ DEPARTMENT:	Creative Arts		
4. CREDITS:	30		
5. DATE FIRST OFFERED:	01-SEP-19		
6. LEVEL:	7		
7. LOCATION:	Interactive Design Institute		

8. Module Aims:

The aims of this module are to enable students to...

- Identify key issues of enterprise and opportunity within the Creative Industries and to critically evaluate their role in the professional environment at local, national and/or global level;
 - Further develop the student's understanding of the professional and employment contexts in which their career aspirations may be realised, especially in relation to teamwork, project planning and project management practices appropriate to the creative industries;
 - Further extend enquiry, skills and communication practices and skills at Masters level, especially in the context of communicating ideas for potential creative projects;
 - Critically review and assess a range of presentation modes and prepare the student to present themselves and their creative work to potential clients;
 - Reflect analytically upon the value of their knowledge and skills developed on the programme; and consider how best to communicate project information to potential public and professional audiences;
 - Develop an assured professional digital presence.
-

9. Intended Learning Outcomes:

9a. Knowledge and Understanding:

Successful students will typically:

- Demonstrate knowledge and understanding of issues key to the specific professional environments of relevant creative industries in local, national and global contexts. (A3)
- Demonstrate critical awareness of the creative economies and the business contexts of the creative industries. (A4)
- Critically evaluate, develop and contextualise own work, with informed reference to current theory and practice at or near the forefront of their field of study. (B3)

9b. Skills and Attributes:

Successful students will typically:

- Confidently employ to a high level a range of media and technology to communicate ideas and information about themselves and their work. (C2)
 - Communicate complex ideas clearly to a range of audiences in visual, written and oral forms using appropriate academic and professional conventions. (D1)
 - Effectively deploy a range of personal, entrepreneurial and business skills to meet professional aspirations. (D3)
 - Evaluate and reflect upon personal strengths and the work of others and independently identify goals for continuing professional development. (D4)
-

10. Modes of Delivery:

The following represents the mode and associated learning activities.

10a. Delivery Mode:

Distance

10b. Activities:

<i>Activity</i>	<i>Hours</i>
1. Classroom based lectures	0
2. Classroom based seminars and tutorials	0
3. Classroom based practical classes, workshops, studios or demonstrations	0
4. Scheduled online activities (ie online versions of the above)	0
5. Scheduled external learning activities - fieldwork, external visits and work based learning	0
6. Online directed independent study	160
7. Other directed independent study	0
8. Self-directed independent study	140
9. Placement	0
10. Year Abroad	0
TOTAL HOURS	300

11. Module Content:**11a. Module Content: (for publication, max 150 words)**

This module provides insights into the global creative environment and encourages students to reflect on connectivity, opportunity within the global creative Industries and to develop individual marketability in the contemporary creative business environment. Module content prepares students for engagement with other professionals, including planning, project management, leadership and collaboration, aiding students' awareness and ability to function within a team.

In addition, this module prepares students to present themselves and their creative work to a range of potential clients, audiences and employers. The module aims to enable students to demonstrate and communicate the value of their knowledge and skills in local, national and global context, and to negotiate the demands of different stakeholders. The module emphasises the importance of digital presentation for creative practitioners and aims to increase the student's digital presence and preparedness for pitching and presenting to potential clients and audiences.

11b. Further Details: (supporting Learning Outcomes, max 250 words)

This module provides insights into the global creative environment and encourages students to reflect on connectivity, opportunity within the global Creative Industries and to develop individual marketability in the contemporary creative business environment.

The module aims to broaden students' theoretical and practical knowledge of professional environments and audiences through a series of online learning materials, collaborative activities and projects, and simulated teamwork experience. Module content prepares students for various engagements with other professionals, including planning, project management and collaboration, and helps students develop awareness and criticality, ability to function within a team and ask the right questions. By the end of this module, successful students will gain familiarity with professional environments, and preparedness for work alongside other creative professionals.

This module also prepares students to present themselves and their creative work to a range of potential clients, audiences and employers. The module aims to enable students to demonstrate the value of their knowledge and skills to potential audiences and employers, in local, national and global context, and to negotiate the demands of different stakeholders. During the module, students will develop a professional digital presence. The module emphasises the importance of digital presentation for creative practitioners and aims to increase the student's digital presence and preparedness for pitching and presenting to potential clients and audiences.

During this module students will reflect on the project they intend to develop for the Major Project and find effective means to present and communicate this. On completing the module, students will be able to present themselves and their work at a professional level.

12. Assessment: (weighting and compulsory information, max 50 words)**12a. Assessment Type:**

Coursework 1

Weighting:

1

12b. Compulsory Information and Further Details:

The student will need to achieve an overall module grade of 50 to pass this Level 7 module. The module will normally consist of two assignments, with a focus on both team and individual working modes. The student need not pass both assignments to complete the module, as their performance across the two assessments will be aggregated to determine the overall module grade.

13. Pre and Co Requisites further comments:**14. Module Board:****15. Programmes on which this module is offered:****16. Previous Module and Syllabus:**

7FTC1028, 7FTC1029

17. Any Other Comments:**18. Language of Delivery and Assessment:**

English

Circumstances may require the University to vary the module content, mode of delivery and assessment methods.

Signatures

Post	Name	Date	Signature	Date
Head of Sch/Dep			_____	_____
Fac Reg			_____	_____
ADAQ			_____	_____

Admin Information:

List clearly any assessments that can be failed (e.g. "CW", "CW or EX", "None", etc) and, still, an overall pass grade be achieved.